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| 23rd August 2020—Introduction to Information TechnologyAssignment ThreeGroup 16—Prepared by: Connor, Corbin, Natalie, Oliver & Vanessa |  |





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|  | Table of Contents | | | | | | |  |
|  |  | | |  |  | | |  |
|  |  | |  | | |  | |  |
|  |  |  | 1. Executive summary 2. Introduction 3. Meet team XVI 4. Tools 5. Project: The SocialCare Chat    1. Overview    2. Detailed Description       * Aims       * Plans & Progress       * Roles       * Scopes & Limits       * Tools & Technologies       * Testing       * Timeframe       * Risks       * Group Processes & Communications 6. Skills & Jobs 7. Group reflection 8. References | | |  |  |  |
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|  | Executive Summary This report provides background on all the members of XVI, the tools they have used, and their project, The SocialCare Chat. Along with this, XVI, reflect on their time together working as a team throughout the second phase of their group assignment.  Group XVI teamed up just over a month ago and previously participated in a range of tests in order to determine compatibility; you will also find a brief introduction on each member of the group. Further on, XVI dive deeper into the plans for their project, scope, testing, risks and other important components regarding their project, The Social Care Chat. The aim is to allow the elderly or those with a disability to interact with their loved ones with ease. Finally, in the group reflection, the team goes through what they have learned, what they found surprising throughout the process, how technology allows for effective online collaboration, and individual activity. This was done to determine what went well, what did not, and what we could do better next time. |  |

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|  | Introduction XVI collaborated through the use of technology to plan, allocate and discuss different components of the tasks at hand. The group decided to allocate various topics to different members to then have other team members review and provide feedback. This enabled the team to be on the same page and have a thorough understanding of what we wanted to achieve together. In doing all of this, XVI, were able to commence with detailed planning of The Social Care Chat project with the new learnings and understanding of web application development; enabling them to leverage off technology to achieve results more efficiently and effectively. |  |

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|  | 3. Meet the team at XVI **C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\connor.png**I am Connor, ID s3866963, and I am a part of XVI. I was born 25 years ago in Ryde NSW and raised all over Australia by a single mother and technology. Currently living in Merriwa NSW with my fiancée and our giant sook of a furbaby Turbo. My passions include gaming, modding anything and everything to do with my PC, playing my guitar when I remember it exists, binge-watching whatever series has caught my attention for the week and travelling to find yummy new vegan foods and exciting new vaporizer juice flavours. I have had a very strong interest in IT for as long as I can remember, but the main things that have motivated me into studying it have been modding my gaming consoles, from the PS1 all the way through to the Switch, coding both mine and all my friends’ MySpace themes back in the day and just generally getting a PC, the openness and freedom of the PC platform just completely opened my mind after being on consoles for so long.  **C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\Corbin.png**I am Corbin, ID s3855159, and I am a part of XVI. Hailing from Melbourne City and originally from Country Victoria, I now live on the sunny Mornington Peninsula. My day job is in hospitality and tourism management but I am always pursuing a new side-hustle. I am an enormous music lover and spend most of my free time singing and playing guitar, reading a good book or involving myself in social or philosophical discussions. I have been a gamer for my whole life, and I do not really remember a time when I haven’t owned some sort of gaming console. My interest in IT was spurred when I took a short course in Python. Tech had always interested me but learning a small amount of code showed me that it was something I could learn and not as out-of-reach as it appeared. I am particularly interested in artificial intelligence and the future of computing. |  |

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|  | **C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\natalie.png** I am Natalie, ID s3505918, and I am a part of XVI. I am 24, Italian-Australian and I was born and bred in the northern suburbs of Melbourne. I enjoy modding my PC, playing video games, learning new skills, languages and watching RuPaul’s Drag Race. Since I can remember, I have always been in love with technology, from pulling apart electronics to hacking my game consoles and everything else in between. One of my big passions is making things and I consider myself a part of the maker community. I have taught myself to solder, 3D design and print and I enjoy woodworking. Recently, I designed and manufactured my own PCBs for a project in which I was modding a DS console to run inside an original Gameboy case. In the future, I would love to combine my love of design, making things and technology together as a career.  C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\ollie.pngI am Oliver, ID s3861675, and I am a part of XVI. I am 16 and was born in Australia. I enjoy playing video games, watching shows, going out with friends and using software such as Unity to explore cool ideas. I have always enjoyed using technology whether it was creating my own retro arcades with raspberry pies or making small fun games in Unity to mess around in with friends. I have never made a game with a serious intent to either sell it or release it but I have made multiple to share with friends and play together for the next week seeing who can get the highest score. IT leaves almost no limits to creativity and that is why I like it so much, I would love to get a job as a game developer in a company, but it has also been my goal to work either by myself or in a small team just having fun whether it is by YouTube or making Indie Titles.  C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\Vanessa.png  I am Vanessa, ID s3864452, and I am a part of XVI. I am 28, born and raised in Australia in a cute little country town that goes by the name of Orange! I grew up dancing to rock ‘n’ roll music and singing Shania Twain, I am still quite the country girl to this day but living in the suburbs of Sydney with my boyfriend, Chris, and furbaby, Layla. Snowboarding is my passion, I enjoy being outdoors but seriously love being a homebody as well. Throughout my time working in the tech space, I have been involved in various projects that have allowed me to be a part of the changes in our product and ultimately improve the experience for the end-user. I have become very passionate about technology which is why I am looking to develop my skills and knowledge in order to pursue a career in Software Engineering. |  |

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|  | The members of XVI participated in three tests each to determine the strengths, weaknesses and compatibility of the group. The tests performed included The Myers-Briggs Personality Test, The Big Five Personality Test, and The Learning Style Quiz.  C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\GRAPH BIG 5.PNG  From the chart above, you can view the results of each individual from their Big 5 Personality Test and from the chart below, you are looking at a combined result of The Myers-Briggs Personality Test and The Learning Style Quiz. It is evident from these tests that the members of the group are a combination of all personality traits. The group’s personality type is different across the board with no same individual, as well as their learning styles with the exception of Connor and Vanessa both being reflectors. |  |

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|  | The traits from each member complement one another and allow the group to leverage of the skills and strengths of other individuals in the team. Working with a variety of personality types also allowed us to learn from each other, as the team continues to collaborate, the dynamic of the team will likely change.  **C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 2\XVI.png** |  |

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|  | Group Processes Teamwork plays an extremely vital part to make the performance of a group or organisation efficient which ensures they are able to succeed. Teamwork requires participation from everyone who is part of that specific team. Forming a good team is not an easy task…  A team is a group of people with a full set of complementary skills required to complete a task, job or project. Team members often operate with high amounts of interdependence and share authority and responsibility for self-management. They are all accountable for the collective performance, and work toward a common goal for a shared reward. A team becomes more than just a group of people when a strong sense of mutual commitment creates synergy, thus generating performance greater than the sum of the performance of its individual members.  Team XVI’s ability to work together was outstanding. Every team member was able to work reliably. Some members were able to show great amounts of leadership which played a massive role in group XVI’s ability to work together. Everyone chose their own parts to work on and deadlines were set which assisted in assuring individuals completed their set tasks. For parts that required input from more than one person, it was reassuring to know that after sending out a request, it would be actioned by the day.  Team XVI held two group catchup calls each week where we would set out our goals for the week and then towards the end of the week, we would see how every is progressing and provide help were needed. This made sure that all parts could be completed by a certain deadline which allowed time for others to look over and provide feedback, as well as complete as many tasks as possible within a certain time frame. Team XVI used Google docs to lay out all the tasks that have been or need to be completed and who is doing them by what date. This allowed everyone to offer help if they had time to and allowed everyone to see how others are tracking.  In conclusion team XVI is sticking with the same process for Assignment 3 as it worked well for us. We all knew what others were doing and could easily found out how they were going. Being able to rely on teammates to submit tasks created a great sense of reassurance within the team and removed a lot of unnecessary stress from each member. |  |

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|  | 4. Career Plans Throughout the process of completing both A1 and A2, we have been given the chance to put more research into the ideal jobs of each group member, and how they are seen by demand form employers, and what required skills are ranked by demand from employers. This allows us to see how our ideal jobs are ranked in the view of employers and can help us adjust our ideal jobs if needed.  Team XVI members have all had this chance to review their career plans over the past few weeks, allowing time to re-think any potential issues they may find with their ideal jobs and plans.  Software Engineer was chosen as an ideal job both by members Vanessa and Oliver. The Burning Glass Technologies data provided in A2 had every team member looking at how their job was ranked by employers. Software Engineer was in a reliable position at 11th most demanded job by employers. Along with the skillset required for a software engineer, it is easily seen how a successful career could me found by looking to become a software engineer. Both Vanessa and Oliver have decided to continue into the Software Engineering pathway.  Systems Manager is a position that can take many years of hard work and experience to get. Corbin has realized this after completing A1 and A2 and has thought hard about changing his career plans accordingly. Still wanting to work with databases or big data as a developer or administrator, he has divided his career plan into steps to make it look and be more achievable. After already noticing a slight change of interest in databases, he sees the importance of variety and had decided to potentially pursue more generic programming or development related job titles. This allows him to pursue a career in technology and have a variety of experience instead of only working with databases and he was to lose interest.  Natalie’s career path has differed the most from the original. Originally wanting to work in the game industry as a UI Designers, after completing A1 and A2 and working on multiple websites and logo designs, Natalie has found an interest in web development and graphic design. This has changed her original plans of working as a UI Game Designer and has shifted her interest into freelance web development and design as a possibility rather than working for a company.  After studying the Burning Glass Technologies data provided in A2, Connor who aspired to be a multiplayer gameplay engineer has found two job titles that fit similarly into the category. Connor has noticed they both are ranked high and have… |  |

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|  | …similar skill sets, thus reassuring him that multiplayer gameplay engineer is still his ideal job.  Majority of Team XVI members are completing Introduction to Information Technology and Introduction to Programming to then start a Bachelor of IT. This is a major part of every member’s career plan as a Bachelor of IT can help find employment in the IT Industry early on, which can provide years of experience opening group members to more career opportunities.  The career plans vary across the group, but most start with completing the Bachelor of IT. Some want to continue their careers and try go freelance while others are looking into going directly into work at major companies. Every group member has had their career plans affected by studying the Into to IT course, but this allows them to find what they really want to do and help layout a career plan to most effectively get them to their ideal jobs.  **C:\Users\vcotterell\Downloads\Two-set Venn diagram example (1).png** |  |

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|  | **Connor’s Career Plans**    TBC |  |

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|  | **Corbin’s Career Plans**  In the past few weeks, and through a large amount of additional research, I have come to realise that the scope of my initial career plan is a lot larger than the steps that make up its parts. Such a position requires earning merit through years of experience in previous, relevant, positions, a thorough idea of the entire field and an understanding of the dynamics of a workplace.  I believe it is more important to focus on every step of the ladder rather than just the top and if every step is sound, you will eventually make it there safely. I also believe that it remains important to be able to move the ladder when necessary. For example, if I were to choose to pursue employment entirely devoted to the installation and maintenance of local, cloud and database network solutions but my interests suddenly changed, which they already have dramatically, then I would only have specialised skills in one field.  I now see the importance of variety in experience and my previous beliefs in-regards-to employment have changed. If I were to get a job directly out of education, I would aim for either generic programming or AI programming as a software developer, software analyst or engineer. After a few years of refining my programming and software related skills, I would also like to work with databases or big data as either a developer or administrator. During schooling though, I have considered learning how to and offering to create web apps for people, mostly for experience, but I will refine my ability to do that and hopefully open doorways, maybe.  It appears that, in the world of tech, the career possibilities are ostensibly endless and one new path, or learned piece of knowledge, can change that trajectory in a moment. That is why I can see that fundamental and mutable skills are more important in the long term and my current idea of future employment is very different from where it began. |  |

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|  | **Natalie’s Career Plans**  Originally, I had chosen game UI designer as my ideal job. However, over the past 10 weeks I’ve had a change of mind. Although I would love to be a part of the game industry as video games are a big part of my life.  Through the Intro to IT course, I have made three websites, and I have enjoyed the process. I also made and designed our group’s logo, app assets and the app logo.  In the past, I’ve edited HTML themes for sites like MySpace and later Tumblr. I always liked making changes to suit my style. This, along with research and the Burning Glass data from A2 made me realise I would really enjoy being a web developer and graphic designer.  Completing the Bachelor of Information Technology at RMIT is my number one aim at the moment. While completing my Bachelor, I am aiming to build up a portfolio of web design and development. Following my studies, I hope to work remotely, freelancing web development and design. I see this as more of a possibility rather than working for a company as the ‘gig economy’ is massive in the field of design. |  |

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|  | **Oliver ’s Career Plans**  I have always wanted to be a Game Developer/Software Engineer. However, after working on projects for the past few weeks, I have decided that maybe the professional scene is not for me right now. As I am currently only 16, I still have not completely decided what I want to do. Video games have always been around me ever since I can remember, but even now I find myself playing games less and less to spend time doing other things.  Throughout completing the Intro to IT course, I have seen more of the work that is required to create a successful career in IT. I have created many small games over the past few years and have enjoyed it, but I liked the entertainment I had while working on them together with friends as we tried to make them as weird or crazy as possible, not following a deadline, set plan or any plans of releasing the games to the public.  I believe I would enjoy doing things such as Game Development as a hobby or more as a side job. A lot of people have interest in how games are made, and some content creators can capture the fun parts and make it entertain to their audience. I have always wanted to create content on platforms such as YouTube and I may find myself creating content on Game Development.  For now, I am going to complete this course and the traineeship for a certificate in business I am completing at work. I have been guaranteed a job once I turn 18 and will take that and decide whether I want to return to studies. |  |

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|  | **Vanessa ’s Career Plans**  Becoming a software engineer will require years of study, I will need to complete a Bachelor of Information Technology, as well as a Graduate Certificate in Computer Science. It’s possible that I will consider getting a Masters in Computer Science also.  Throughout my time studying, I hope to gain first hand work experience/learning from my employer with the transition into an IT specific role that will enable to me to learn on the job and leverage of my new-found knowledge. This will rule out the need of internship.  I will start my career path as a Software Engineer, building quality software, launch and debug applications whilst having learnt various programming languages, operating systems, algorithms and databases. After a few years’ experience, I would likely look to transition into a Senior Software Engineer role where I would continue to build software and coach other engineers/developers. I would see to have basic architecture skills and advanced code design skills. From there I would aim to gain a promotion as Tech Lead where I would oversee a team and be responsible for the planning, execution and success of the software solution. I would require advanced architecture and system design skills and project management ability.  Having been successful as Tech Lead, I would look to move into an Engineering Management role where I would look to build processes for teams, champion product thinking and provide technical leadership. After approx. 12-18 years’ experience, I may look to get a role as the CTO where I would oversee the organisation’s technical needs and R&D. |  |

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|  | 4. Tools Website: <https://teamxvi.tk/index.html>  GitHub: <https://github.com/nataliecursio/XVI_A3.git>  As a group, we have used a variety of tools in order to complete the tasks required. We have collaborated daily via Discord chat and caught up frequently via Discord voice chat. In doing so, this has enabled the team to continue engaging throughout the course of the assignments but also keep on track with full transparency of progress.  We continued to use Google Sheets to keep track of tasks and who they are assigned to, expected completion date and actual completion date. We continued to use GitHub and commit our work to the repository using Microsoft Word. A couple of the members of the team used GitBash/Command line to push to the repository.  Visual Studio Code was to create our website by using .html and .css. Adobe Photoshop and Illustrator to create our logo, Adobe XD to create our app demo, as well as using FreeNom.com to reserve the website’s free .tk domain name and for DNS management.  We used Canva and Google Docs for our storyboard and used “Adobe Premiere Pro” for our video presentation. |  |

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|  | 11 years of research of Tech Trends prepared by **Delloitte.**  *“Deloitte’s 11th annual Tech Trends report provides insights and inspiration you will need for the digital journey ahead. Several of this year’s trends are responses to persistent IT challenges. Others represent technology-specific dimensions of larger enterprise opportunities. All are poised to drive significant change and transform business in unpredictable ways.”*  *C:\Users\vcotterell\AppData\Local\Microsoft\Windows\INetCache\Content.Word\tech-trends-2020-infographic2.png* |  |

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|  | 5. XVI Project: The SocialCare Chat **C:\Users\vcotterell\Box\Vanessa\Vanessa Personal\Uni - RMIT\Intro to IT\Assignment 3\app pics\1open.png** |  |

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|  | Overview of: The SocialCare Chat The SocialCare Chat project is a software developed by XVI to make digital communication easier for the elderly. With the current climate of COVID-19 having many care facilities in lockdown, and residents unable to have physically communication with family, software such as this would allow the elderly to be able to easily communicate with their loved ones. The platform will be developed with a focus on how to make digital communication easier for those who may struggle with using it. The SocialCare Chat won’t only focus on voice communication, it will also give users to ability to video call, play games together, and share multimedia – with further developments to come in the future.  The big picture for The SocialCare Chat is that it will be widely distributed among care facilities around Australia, and in the future distributed worldwide. Our software will be available on a range of different devices, and able to be easily installed at elderly care facilities by our technicians. This software also has the potential to be developed around the needs of those with a disability. The SocialCare Chat will be a great starting platform for the elderly that are unfamiliar with the use of digital communication, and may also help reduce any anxiety that they may feel when using technology. XVI’s main focus for this software is to help the elderly feel more confident in their ability to use technology, and feel more connected with their loved ones.  The motivation behind this project came from one of the XVI team members, who wanted to make digital communication with his grandfather easier. This software is important because it has the potential to help with any feelings of loneliness that the elderly may feel, especially those who are in care facilities, as they will be able to communicate with their loves ones whenever they want to. This fits into the current IT trends as with the current climate the world is in, face to face communication is something that is becoming more limited every day, making digital communication essential. This software would show any future employers that we can code and develop communication software. Further, this would show any future employers that we care about making software that will make a difference and have a positive impact on the users' life. |  |

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|  | There are several similarly developed software and applications that allow users to communicate digitally, examples of these products include the likes of Skype, Facebook Messenger, WhatsApp and FaceTime on iOS devices. In contrast to these competitors, we at XVI are focusing on and designing our product around the needs of elderly users, keeping ease and accessibility at the forefront of our developmental focus. Transparency, privacy and security are integral to the ethics and morals of XVI; we take user privacy and security seriously, and will endeavor to focus on protecting users and their data, unlike other companies that potentially seek financial gain from exploiting user data on software such as this. |  |

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|  | 5.2 Detailed Description XVI. |  |

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